

Cnt
different times for a same selected portion of said predetermined course.

Cl
12. The information storage medium according to claim 9, wherein said program for preparing further comprises selectively preparing different ones of said plurality of viewpoints at different times for a same selected portion of said predetermined course.

REMARKS

Reconsideration is respectfully requested.

Claims 1-9 are pending in this application. Claims 10-12 are added.

Applicant's attorney wishes to thank the Examiner for the courtesy of taking a few moments today for a short phone call. No discussion of the merits of the application nor of the art was made in that call.

Claims 1-9 are rejected under 35 U.S.C. §103(a) as allegedly being unpatentable over Morawiec (U.S. 6,010,405) in view of Miyata et al (U.S. 6,392,644). Applicant respectfully traverse. These documents are concerned with different things than applicant's claimed invention.

Morawiec shows a simulated comic book game. The game is divided in to plural panels which each represent a particular scene. The display configuration is to represent the layout of a comic book (or manga). The player operates and interacts in a single pane of the display and only a single pane is active at one time. When a player completes the "game" or objective in

that pane, the player can move on to a next pane. The next pane is then activated and the previous pane is made inactive.

Miyata et al show a system for three dimensional graphics display using 3d and 2d image representations together. Miyata et al are concerned with how to render the image and examine a Z value and draws the image in Z value order so as to properly overlap items to their Z axis position.

Neither of these documents is concerned with the same thing as the applicant's claimed invention. Morawiec is not setting and selectively preparing images corresponding to plural viewpoints. Neither is Miyata et al concerned with such an operation. The concept shown by FIG. 4 of the present application, where a selected path (from B2 to B3, for example) can have different views assigned thereto (view b2 or view c1) which changes the story, even though the player is moving through the same course in the game, is not appreciated by these two documents upon which the Examiner relies.

Claim 1 recites, for example, a viewpoint setting unit for setting a plurality of viewpoints in the field of view in which said character is included. It also recites an image preparing unit for selectively preparing two-dimensional images corresponding to said plurality of viewpoints set by said viewpoint setting unit. These are neither shown nor suggested by the documents relied on. Claim 1 is thus respectfully believed to be allowable. Claims 2-7 depend on claim 1 and are also submitted to be allowable for corresponding reasons.

Claim 8 recites setting a plurality of viewpoints in the field of view in which a character is included when the character moves and preparing two-dimensional images corresponding to the plurality of viewpoints set when the character moves. It is also submitted that this is neither taught nor suggested by the Morawiec and Miyata et al combination, and that claim 8 should be allowed.

Claim 9 recites a program for moving a character corresponding to a player in a predetermined course set in a three-dimensional game space and setting a plurality of viewpoints in the field of view in which the character is included, and a program for preparing two-dimensional images corresponding to the plurality of viewpoints. This claim also is believed to be allowable over the Morawiec and Miyata et al combination, for corresponding reasons to those given in connection with claim 1.

Accordingly, it is respectfully submitted that claims 1-9 are allowable, and are not taught or suggested by the art.

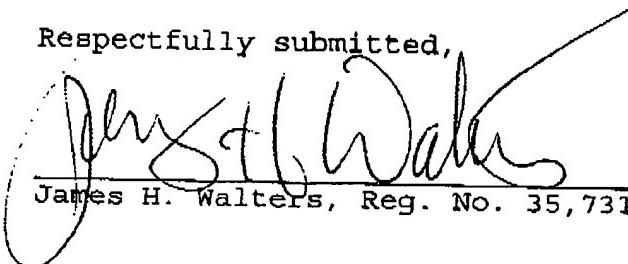
New claims 10-12 are added herein. Claim 10 depends from claim 1, claim 11 depends from claim 8 and claim 12 depends from claim 9.

These new claims are supported by and incorporate the concept shown by FIG. 4 of the present application, where a selected path (from B2 to B3, for example) can have different views assigned thereto (view b2 or view c1) which changes the story, even though the player is moving through the same course in the game.

No amendment made was related to the statutory requirements of patentability unless expressly stated herein. No amendment made was for the purpose of narrowing the scope of any claim, unless applicant has argued herein that such amendment was made to distinguish over a particular reference or combination of references.

In light of the above noted amendments and remarks, this application is believed in condition for allowance and notice thereof is respectfully solicited. The Examiner is asked to contact applicant's attorney at 503-224-0115 if there are any questions.

Respectfully submitted,



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